

NINTENDO DS™

SEGA CASINO™

NTR-ACAE-USA



EmuMovies

SEGA®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH
THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER
GAMES DOWNLOADED FROM ONE GAME CARD.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

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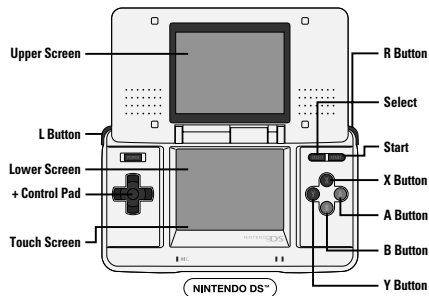
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♦♥♣ Set Up

These simple controls are shared by every game in **Sega Casino DS™**.



BUTTONS	CONTROL	MENU
Control Pad	Cursor Motion	Cursor Motion
A Button	Confirm Selection	Confirm Selection
B Button	Back/Cancel	Back/Cancel
Touch Screen Manipulation is also available to bet chips and trigger actions in each game.		

♦♥♣ Controls

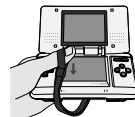


- Press the Power Button to turn the power OFF on your Nintendo DS™ system. Never insert or remove a Game Card when the power is on.
- Insert the Game Card of **Sega Casino™** into the top slot of your Nintendo DS™ system. To lock the Game Card in place, press firmly until the Game Card is locked.
- Press the Power Button to turn the power ON. The Logo screens should appear (if you don't see them, begin again at step 1).

Basic Touch Screen Operation

Touching

"Touching" refers to the action of lightly touching the Touch Screen with the stylus or other appropriate instrument.



with stylus

with wrist strap



Sliding

"Sliding" refers to the action of gently holding the stylus or other appropriate instrument against the Touch Screen and moving the instrument across the screen.

Taking care of the Touch Screen

- Touch the Touch Screen with a compatible stylus, wrist strap, or other instrument specified in the game.
- Do not use the stylus or any other instrument that has been damaged.
- Do not rub or press the Touch Screen with excessive force.
- Do not rub or scrape the upper screen with the stylus or any other instrument.



♦♥♣ Main Menu

Free Mode

The player can freely play the unlocked casino games regardless how much money they have.

Casino Mode

Starting with \$1,000 stake, the player must win money in various casino games to be a millionaire. When a certain amount of money is earned, secret games and/or higher-bet-limit VIP rooms will be unlocked for play.

Wireless Mode

In the multiplayer mode, up to five players can play at the same time with Single-Card Play downloading SEGA CASINO™ temporarily to the other players' DSs.

♠ ♣ ♥ ♣ ♠ ♣ ♥ ♣ ♠ ♣ ♥ ♣ ♠ ♣ ♥ ♣ ♠ ♣ ♥ ♣

Three games can be played through wireless communication

**Blackjack
Texas Hold 'Em
7 Card Stud**

Up to 5 players can compete at the same time

♦♣♥♦♣♥♦♣♥♦♣♥♦♣♥♦♣♥♦

Secret Games (Unlocked Games)

In **Sega Casino™**, 5 games can be played by default. When the player's earnings reach a certain amount, one by one secret games will be unlocked to play.

Secret VIP Room (Unlocked Rooms)

At the beginning of the game, the player can bet only small amounts of money. As the player's total earnings increase, VIP Rooms will be unlocked where higher bet amounts are allowed. The player starts as a Bronze Member. When the total earnings reach \$2,500 they will become a Silver Member, and when they reach \$25,000, they will become a Gold Member.



♠♥♣ The Games

In **BLACKJACK**, you play against the dealer. The objective in blackjack is to have a hand which totals 21, or beats the dealer's hand by coming as close to 21 as possible without going over, or "bust."

CRAPS is a game of chance, and is played on a large sunken table with a pair of dice that are thrown by the Shooter. The main objective is to bet whether the Shooter will roll a winning combination.

ROULETTE is played by spinning a small ball around a wheel that contains 38 numbered slots. You have to predict which numbered slot on the Roulette wheel the ball will land on. By predicting the right number, you earn a payoff on your bet.

TEXAS HOLD 'EM is a community poker game where multiple players compete. Every player is dealt two cards face down, and then five community cards are dealt in the middle of the table. The five community cards may be used to construct a poker hand by every player.

7 CARD STUD is played with two to five players. Every player is dealt a total of seven cards, three of them face down, and the other four face up.

BACCARAT is a game where cards are dealt to two hands, named Player and Banker. You have to correctly pick which hand will have a score closest to 9.

KENO is a game where the objective is to guess which numbers, from 1 to 80, will be randomly selected. You can choose up to 10 numbers in order to match as many numbers as possible to those selected by the machine.

CHUCK A LUCK is a dice game where you have to predict the outcome of three dice in a cage thrown by a Shooter.

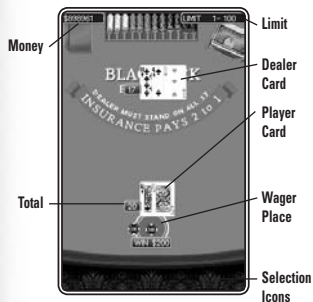
In **VIDEO POKER** your earnings (pay off ratio) are based on poker hands you form from the 5 cards dealt to you by the computer. There are 3 types of video poker in this game including Jacks or Better, Double Bonus, and Deuces Wild.





♠♥♣ Blackjack

In Blackjack, you play against the dealer. The objective in blackjack is to have a hand which totals 21, or beats the dealer's hand by coming as close to 21 as possible without going over, or "bust."



- Kings, Queens, Jacks, and 10's each count as 10. Aces count as 1 or 11, which the player decides.
- Place your bet in the center of the betting circle in front of the seat on the table.
- Pressing the "DEAL" button will have the dealer deal two cards face up to each Player, and two to himself, one face up and one face down.
- If your first two cards are an Ace and a 10 value card, you have Blackjack and will win, unless the Dealer also has Blackjack. If you have Blackjack, you will be paid one and one-half times the wager (3 to 2)

SCREEN CONFIGURATION

♦ Top screen

The top screen shows the dealer area. Text on dealer's table describes the rules the dealer must play by.

♦ Bottom screen

The bottom screen is used as the player's field. Option icons are displayed along the bottom of the screen and the player can select them using the stylus, or Control Pad, or pressing buttons.

♠♥♣ Blackjack

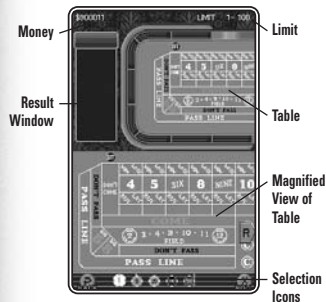


- When the dealer's up card is an Ace, all Players have an opportunity to buy "insurance." You may purchase insurance at the price of half your initial bet. If the dealer has Blackjack, you only lose the amount you paid for insurance.
- Once the cards are dealt, you have the option to HIT or STAND. If you choose to HIT, you will receive an additional card. If you choose to STAND, you will take no additional cards. If the value of your cards goes over 21 ("BUST"), you will lose at that point.
- Once the cards are dealt, you have other options besides HIT and STAND. These choices are listed below.
- DOUBLE DOWN; When you get your first two cards and you believe that you can beat the dealer with only one more card, you can choose to DOUBLE DOWN. Your wager is doubled, and you are allowed to hit and receive just one additional card.
- SPLIT; If your two cards are of the same value (i.e. 7, 7, or Q, K) you may SPLIT them into 2 separate hands, placing a second wager of equal value. You then proceed to draw cards as usual.
- SURRENDER will allow you to leave a game and get one-half of your wagers back.
- The dealer continues to draw cards until his total is greater than 16. You win if the dealer goes over 21.
- Your initial bet is then settled by comparing your cards with the dealer's. If the total of your cards is the same as the dealer's without going over 21, the game ends in a tie.
- If you win, you will be paid even money. If you tie with the dealer it's a PUSH and your wager is returned.

♦♦♥♣ Craps

♦♦♥♣ Craps

Craps is a game of chance, and is played on a large sunken table with a pair of dice that are thrown by the Shooter. The main objective is to bet whether the Shooter will roll a winning combination.



How to Play

- Place your bet on any boxes on the table you want.
- Roll two dice; You win, and will be paid, if the resulting number and your selected number match.
- CRAPS flows in a repetition of BET, ROLL and PAYOUT.
- The first roll of the dice is called the Come-Out Roll. After the first roll of the dice, the remaining rolls are called the Midgame.

SCREEN CONFIGURATION

♦ Top screen

The top screen is a table where dice are rolled. The last 7 results are displayed in the window at the left side of the screen.

♦ Bottom screen

The bottom screen is a magnified view of the table. The player can bet anywhere they want on this table. The stylus and Control Pad can be used to select from the bet and game options available. The bottom screen scrolls from side to side, using the shoulder buttons or stylus input.

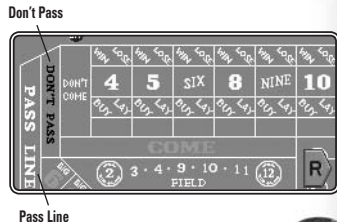
- There is a slight difference in the betting and procedures of the game between the Come-Out Roll and the Midgame.
- The first roll of the dice is called the Come-Out Roll. If 4, 5, 6, 8, 9, or 10 is rolled on the Come-Out Roll, it brings the game into the Midgame.
- The number rolled (4, 5, 6, 8, 9, or 10) is called the POINT, and becomes the decision number of the game in the Midgame.

The Types of Bets

PASS LINE: This is a bet on the Come-Out Roll. A wager on the PASS LINE wins if 7 or 11 is rolled, and loses if 2, 3 or 12 is rolled. If other numbers are rolled, the game goes into the Midgame. Once you bet PASS LINE, you win 1 to 1 on your wager if a POINT (4, 5, 6, 8, 9 or 10) is rolled, and you lose if 7 is rolled during the Midgame.

DON'T PASS: This is a bet on the Come-Out Roll. A wager on the DON'T PASS wins if 2 or 3 is rolled, loses if 7 or 11 is

- If a 2, 3, 7, 11, or 12 is rolled on the Come-Out Roll, the game ends, and the Come-Out Roll occurs again.
- The second roll of the dice and beyond is called the Midgame. If a 7 is rolled during the Midgame, the game ends.
- If any numbers other than 7 are rolled, the game will continue into the 3rd and 4th rolls, and so on.

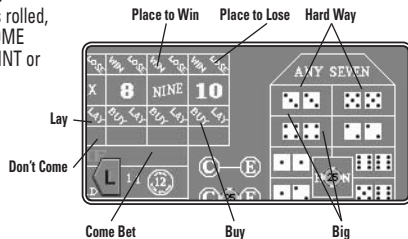


Craps



rolled, and turns into a PUSH if 12 is rolled. If other numbers are rolled, the game goes into the Midgame. Once you bet DON'T PASS, you win 1 to 1 on your wager if 7 is rolled, and you lose if a POINT (4, 5, 6, 8, 9 or 10) is rolled.

COME BET: This is a bet similar to the PASS LINE bet, but can only be taken after a POINT is established. You win if the Shooter rolls a 7 or 11, and lose if 2, 3, or 12 is rolled in the Midgame. If 4, 5, 6, 8, 9 or 10 are rolled, the number becomes the COME POINT. If the COME POINT is rolled again before a 7 is rolled, the COME BET pays even money. The COME BET will stay in place until the COME POINT or a 7 is rolled.



DON'T COME: DON'T COME will win when the Shooter's next roll is 2 or 3, and lose if the roll is 7 or 11. If the Shooter rolls a 12, the bet will be returned to the player in a PUSH. If the roll is 4, 5, 6, 8, 9 or 10, that number becomes the COME POINT. After the COME POINT is established, DON'T COME will win even money if 7 is rolled, and lose if the COME POINT is rolled. DON'T COME bets will stay in place until the COME POINT or a 7 is rolled.

Craps



PLACE TO WIN: This is a bet that either 4, 5, 6, 8, 9, or 10 will be rolled before a 7. If other numbers are rolled, the game goes to the next roll. Winning PLACE TO WIN bets are paid according to the following ratios: 7 to 6 on numbers 6 and 8, 7 to 5 on numbers 5 and 9, and 9 to 5 on numbers 4 and 10.

PLACE TO LOSE: This is a bet that 7 will be rolled before either 4, 5, 6, 8, 9, or 10. If other numbers are rolled, the game goes to the next roll. Winning PLACE TO LOSE bets are paid according to the following ratios: 4 to 5 on numbers 6 and 8, 5 to 8 on numbers 5 and 9, and 5 to 11 on numbers 4 and 10.

BUY: This is a bet that either 4, 5, 6, 8, 9, or 10 will be rolled before 7. A commission of 5% is charged when placing the BUY bet. BUY winnings are then paid at true odds: 6 to 5 on numbers 6 and 8, 3 to 2 on numbers 5 and 9, and 2 to 1 on numbers 4 and 10. If a BUY bet is lost or removed, the 5% commission is returned.

LAY: A LAY bet is a bet that 7 will be rolled before 4, 6, 8, 9, or 10. A commission of 5% is charged when placing the LAY bet. LAY winnings are then paid at true odds: 5 to 6 on numbers 6 and 8, 2 to 3 on numbers 5 and 9, and 1 to 2 on numbers 4 and 10.

BIG: This is a bet that 6 or 8 will be rolled before 7. A BIG bet wins even money if the Shooter rolls a 6 or 8 before rolling a 7.

HARD WAY: This is a bet that the Shooter will roll either a 4, 6, 8, or a 10 as doubles (2+2, 3+3, 4+4, or 5+5) before rolling a 7. A winning HARD WAY bet pays 7 to 1 on numbers 4 and 10, and 9 to 1 on numbers 6 and 8.



Craps

ANY 7: This is a bet that the next roll of the dice will be 7. If a 7 is rolled, you win 4 times your bet.

ANY CRAPS: This is a bet that the next roll of the dice will be 2, 3, or 12. If 2, 3, or 12 is rolled, you win 7 times your bet.

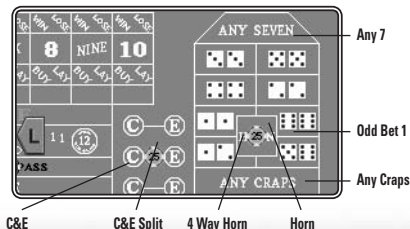
HORN: This is a bet that the next roll of the dice will be 2, 3, 11, or 12. A winning HORN bet pays 15 to 1 on numbers 3 and 11, and 30 to 1 on numbers 2 and 12.

4 WAY HORN: This is a bet that the next roll of the dice will be either 2, 3, 11, or 12. If either a 2 or a 12 hits on the next roll, the wager will be paid 27 to 4, and if either a 3 or 11 hits on the next roll, it pays 12 to 4.

C & E: The C bet is just another way to place an ANY CRAPS bet. The E bet is just another way to place an 11 HORN bet (5+6 or 6+5).

C & E SPLIT: This is a bet that the next roll of the dice will be either 2, 3, 11, or 12. The bet wins if 2, 3, 11 or 12 appear on the next roll, and loses on any other result. The winning bet pays 3 to 1 on numbers 2, 3 or 12, and 7 to 1 on number 11.

ODDS BET 1: An ODDS BET 1 is an additional bet made on an original PASS LINE, or COME BET after the POINT is established in the Come-Out Roll.



♠♥♣ Texas Hold 'Em Poker



Texas Hold 'Em is a community poker game in which multiple players compete. Every player is dealt two cards face down, and then five community cards are dealt in the middle of the table. The five community cards **MAY** be used by every player.

How to Play

- Prior to dealing the cards, two blinds (the Small Blind and the Big Blind) are placed in the pot by the two players to the immediate left of the dealer.
- Each player is dealt two down cards. The first round of betting begins. Each player can **CALL**, or **FOLD**. The

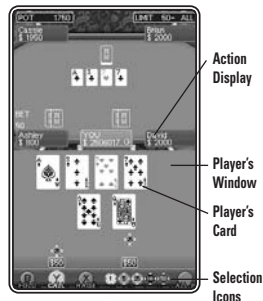
SCREEN CONFIGURATION

◆ Top screen

The top screen is used as a table where up to 5 players can participate. Other players' hands displayed in the top screen

◆ Bottom screen

The bottom screen displays player's two down cards. As selection icons are displayed on the lower screen, the player can control them with the stylus or Control Pad.





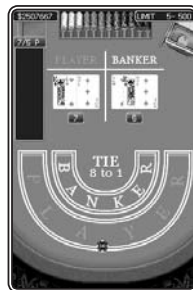
♣ Texas Hold 'Em Poker

- Once all players have the same bet amount posted, the round will end (the next round will begin).
- FLOP: Three cards are dealt face up in the middle of the table (community).
- TURN: One more card is dealt to the community pile, face up. Once all players have the same bet amount posted, the round will end.
- RIVER: The last card is dealt to the community pile, face up. Once all players have the same bet amount posted, the round will end.
- SHOWDOWN: At the end of round 4 (RIVER), all players still in the game show their cards. The player with the strongest hand wins. The winning hand will earn the pot (the sum of money that players wager). Then a new hand will start and the dealer position moves to the immediate left.

♠♥♣ Baccarat



Baccarat is a game where cards are dealt to two hands, named **Player** and **Banker**. You have to correctly pick which hand will have a score closest to 9.



How to Play

- Bet either on Player, Banker, or Tie.
- Pressing the "DEAL" button will begin the game.
- Two cards are dealt face up to both the Player and the Banker. The score of each hand is the last digit of the sum of the card values in the hand. If either Player or Banker gets a score of 8 or 9 with the first two cards, the game will end. If not, Player and Banker will take another card.
- The winning bet is decided on whether Player or Banker wins the game.
- Winning bets on the Player's hand are even money.
- Winning bets on the Banker's hand are also even money. However, a winning Banker bet pays a 5% commission to the House.
- If both hands result in equal scores, the Tie bet wins, paying 8 to 1.
- When a tie occurs, all bets on either the Player or the Banker are a push.

♦♥♣ Roulette



Roulette is a game of chance which consists of a Roulette wheel and a numbered table where bets are placed. The goal is to predict which number the ball will stop on by placing bets on or around the various numbers on the table.



How to Play

- Players make bets by placing chips in various boxes or on the lines between the boxes on the layout table. The following are types of bets:

SINGLE NUMBER:

Placing a bet on individual numbers from 1-36, 0 or 00 (like 0, 4, 23 or 35). Winning singles bets are paid at 35 to 1.

SPLIT: Placing a bet on the line between two numbers (like 2 & 3, or 13 & 16). If the ball lands on either number, the odds paid are 17 to 1.

SCREEN CONFIGURATION

♦ Top screen

The top screen shows roulette. The Last 8 results are shown in the window at the left side of the screen.

♦ Bottom screen

The bottom screen is a magnified view of the table. The player can bet anywhere they want on this table. As selection icons are displayed on the lower screen, both stylus and Control Pad manipulation is available. The bottom screen scrolls from side to side.

♦♥♣ Roulette



ROW: Placing a bet on the first vertical line in a horizontal row of three numbers (like 7, 8, 9). If the ball lands in any one of the numbers in a row, the odds paid are 11 to 1.

TRIPLE: Placing a bet on (0, 00, 2), (0, 1, 2) or (00, 2, 3). If the ball lands in any one of the numbers touching a triple intersection, the odds paid are 11 to 1.

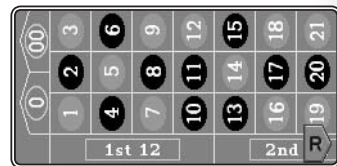
CORNER: Placing a bet on the corner of a group of four numbers (such as 19, 20, 22, 23). If the ball lands on any one of the four numbers, odds are paid at 8 to 1.

TOP LINE: Placing a bet on the first 5 numbers at the top of the grid (0, 00, 1, 2, 3). If the ball lands in any one of these five spots, odds are paid at 6 to 1.

LINE: This is a group of six numbers in two adjacent rows, all touching the same grid line. For example, 28, 29, 30 and 31, 32, 33 make up a Line. If the ball lands on any one of the six numbers in the Line, odds are paid at 5 to 1.

COLUMNS: A vertical column of numbers in the grid (for example; 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36). You place your bet outside the grid at the bottom of the column, in the boxes marked "2 to 1." If any one of the numbers in the column comes up, odds are paid at 2 to 1. Zero (0) is not part of any column.

DOZENS: Either the first, second or third dozen non-zero numbers (1-12, 13-24 and 25-36, respectively). If the ball lands in one of the twelve numbers in a dozen, the odds paid are 2 to 1.





♠♥♣ Roulette

RED or BLACK: Bet on whether the winning number is red or black. Winning bets are even money.

HIGH or LOW: Bet on whether the winning number is in the low half (1-18) or the high half (19-36). Winning bets are even money.

ODD or EVEN: Bet on whether the winning number is odd or even (excluding 0). Winning bets are even money.

Click the "SPIN" button to spin up the wheel and release the ball.

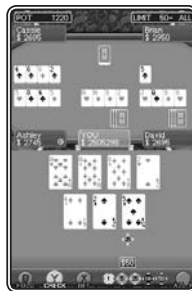
You will win and be paid if the resulting number and your selected number matches.

NOTE: In this Sega Casino, American Roulette's rules are applied.

♠♥♣ 7 Card Stud



7 Card Stud is played with two to five players. Every player is dealt a total of seven cards — three of them face down, and the other four face up.



How to Play

- **ANTE:** This is a kind of entry fee. Every player must ANTE up before the hand begins. The ANTE does not count towards any future bets.
- **3rd STREET:** Each player is dealt one card face up and two cards face down. The first round of betting begins. Each player can choose to RAISE, CALL, or FOLD. The options are as follows:
 - ♣ **FOLD:** Quit betting and end the current hand
 - ♣ **CALL:** Match the highest bet currently on the table
 - ♣ **RAISE:** Raise the current bet
 - ♣ **CHECK:** Pass the bet
 - ♣ **BET:** Post a starting bet
- Once all players have the same bet amount posted, the round will end (the next round will begin).
- **4th STREET:** A fourth card is dealt face up to every player. Once all players have the same bet amount posted, the round will end.



♦♥♣ 7 Card Stud

- 5th STREET: A fifth card is dealt face up to every player. Once all players have the same bet amount posted, the round will end.
- 6th STREET: A sixth card is dealt face up to every player. Once all players have the same bet amount posted, the round will end.
- 7th STREET: A seventh and final card is dealt face down to every player. All players go into final bet.
- SHOWDOWN: At the end of 7th STREET, all players still in the game show their cards. The player with the strongest hand wins.
- The winning hand will earn the pot (the sum of money that players wager).
- Then a new hand will start and the dealer position moves to the immediate left.

♦♥♣ Video Poker



In Video Poker your earnings (pay off ratio) are based on poker hands you form from the 5 cards dealt to you by the computer. There are 3 types of video poker in this game including **JACKS OR BETTER**, **DOUBLE BONUS**, and **DEUCES WILD**.

JACKS OR BETTER: is the most popular version of Video Poker. Basically, you need to get a pair of

Jacks or better in order to get paid.

How to Play

- Five cards are given all face up at first. You can choose to hold or discard any of the five cards to make the best hand you can. The higher your hand is, the more you are paid. In **JACKS OR BETTER**, basically, you are required to get a pair of Jacks or better in order to get paid.
- Pressing the "BET AMOUNT" button decides how much each bet is worth.
- To bet the maximum face chips with a single click, just press "BET MAX." You can increase your bet by clicking the "BET ONE" button. Each time you click "BET ONE", you will increase your bet by one chip.
- Press the "DEAL/DRAW" button. This will deal you five cards.

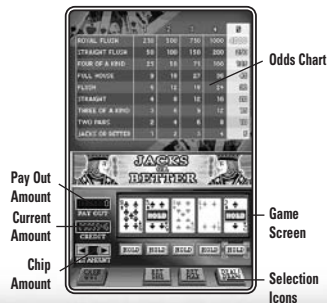
SCREEN CONFIGURATION

♦ Top screen

The top screen shows the hands and odds chart.

♦ Bottom screen

The bottom screen is the game screen. Both touch screen and Control Pad selection is available.



♠♥♣ Video Poker



- To hold or keep any cards you want, click the "HOLD" button under their respective cards.
- Press the "DEAL/DRAW" button again and you will receive a new card for every card you chose not to hold.
- These new cards and the hold cards make up your final hand (always a total of 5 cards), and you will be paid according to the final hands.

DEUCES WILD: is played like regular Video Poker except that the Deuces ("2"s) are WILD, meaning that they can take on the value of any other card to give you a stronger hand.

How to Play

- Five cards are given all face up at first. You can choose to hold or discard any of the five cards to make the best hand you can. The higher your hand is, the more you are paid.

- DEUCES WILD is played like regular Video Poker except that the Deuces ("2"s) are WILD, meaning that they can take on the value of any other card to give you a stronger hand.
- Pressing the "BET AMOUNT" button decides how much each bet is worth.
- To bet the maximum face chips with a single click, just press "BET MAX." You can increase your bet by clicking the "BET ONE" button.



♠♥♣ Video Poker



Each time you click BET ONE, you will increase your bet by one chip.

- Press the "DEAL/DRAW" button. This will deal you five cards.
- To hold or keep any cards you want, click the "HOLD" button under their respective cards.
- Press the "DEAL/DRAW" button again and you will receive a new card for every card you chose not to hold.
- These new cards and the hold cards make up your final hand (always a total of 5 cards), and you will be paid according to the final hands.

SCREEN CONFIGURATION

♦ Top screen

The top screen shows the hands and odds chart.

♦ Bottom screen

The bottom screen is the game screen. Controls and layout are the same as in Jacks or Better. Both touch screen and Control Pad selection is possible.

DOUBLE BONUS: is a poker game that gives higher payouts for variations of Four of a Kind wins

How to Play

- Five cards are given all face up at first. You can choose to hold or discard any of the five cards to make the best hand you can. The higher your hand is, the more you are paid.



♦♥♣ Video Poker



- **DOUBLE BONUS** is a poker game that gives higher payouts for variations of Four of a Kind wins.
- Pressing the "CHIP AMOUNT" button decides how much each chip is worth.
- To bet the maximum face chips with a single click, just press "BET MAX." You can increase your bet by clicking the "BET ONE" button. Each time you click BET ONE, you will increase your bet by one chip.
- Press the "DEAL/DRAW" button. This will deal you five cards.
- To hold or keep any cards you want, click the "HOLD" button under their respective cards.
- Press the "DEAL/DRAW" button again and you will receive a new card for every card you chose not to hold.
- These new cards and the hold cards make up your final hand (always a total of 5 cards), and you will be paid according to the final hands.

SCREEN CONFIGURATION

♦ Top screen

The top screen shows the hands and odds chart.

♦ Bottom screen

The bottom screen is a game screen. Control system and lay out are the same with JACKS OR BETTER and DEUCES WILD. Both touch screen and Control Pad selection is possible.

♦♥♣ Keno



Keno is a game where the objective is to guess which numbers, from 1 to 80, will be randomly selected. You can choose up to 10 numbers in order to match as many numbers as possible to those selected by the machine.

How to Play

- Select up to 10 numbers between 1 and 80.
- 20 numbers between 1 and 80 are randomly selected.
- A possible payout will be rewarded based on the number of matches.





♠♥♣ Chuck a Luck

Chuck a Luck is a dice game where you have to predict the outcome of three dice in a cage thrown by a Shooter.



How to Play

- Place a wager on any boxes on the table you want.
- Chuck a Luck offers six different ways to make bets.

NUMBER BET: Place a wager on any of the six numbered boxes in the "NUMBER BET" area (1, 2, 3, 4, 5 or 6). You will win according to how many of the 3 dice come up with the selected number on their top surface when they come to rest. If a player's number comes up on one die, they are paid at odds of 1 to 1 (even). If a player's number comes up on two dice, they are paid at odds of 2 to 1. If a player's number comes up on all three dice, they are paid at odds of 10 to 1.

FIELD BET: Place your wager in the "FIELD BET" area. If the point total of the 3 dice adds up to any one of the numbers shown on the Field (5, 6, 7, 8, 13, 14, 15, and 16), you will be paid 1 to 1 on your wager.

HIGH BET: Place chips in the "OVER 10" area. If the sum total of the 3 dice is greater than 10, you will be paid 1 to 1 on your wager.

♠♥♣ Chuck a Luck



LOW BET: Place chips in the "UNDER 11" area. If the sum total of the 3 dice is less than 11, you will be paid 1 to 1 on your wager.

ODD BET: Place your wager in the "ODD" area. If the sum total of the 3 dice is an odd number, you will be paid 1 to 1 on your wager.

EVEN BET: Place your wager in the "EVEN" area. If the sum total of the 3 dice is an even number, you will be paid 1 to 1 on your wager.

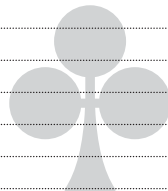
- Players can click the "SPIN" button to start the cage when they have finished placing bets. When the cage stops spinning, the dice come to rest at the bottom of the cage. The resulting numbers are taken off the top face of each die to determine the winning bets.



Notes



Notes





♦♥♣ Limited Warranty

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♦♥♣ Limited Warranty

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